Game Title

Logo

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# Overview

## Theme / Setting / Genre

- Theme

## Core Gameplay Mechanics Brief

- Gameplay Mechanic

- Gameplay Mechanic

- Gameplay Mechanic

- Gameplay Mechanic

## Targeted platform(s)

- Platform

- Platform

## Monetization model (Brief/Document)

- Monetization Model(s)

- Link to Monetization Plan

## Project Scope

- Time

- Cost

- Schedule with Time Estimates

- Team Info

- Core Team

- Name

- Responsibilities

- Employee Costs (Salary, Insurance, etc.)

- Hardware

- Software

- Office Space

- Total Cost Breakdowns

## Influences (Brief)

### - Influences

- Movies, TV Shows, Books, Games, etc.

- Brief explanation

## The Pitch

* A one sentence pitch for your game.

## Project Description (Brief):

* 2-3 paragraphs

## Project Description (Detailed)

* 4-6 paragraphs

# Unique Game Mechanics

* List of what sets this game apart

## Core Gameplay Mechanics (Detailed)

### - Core Gameplay Mechanic

- Detailed Description (1 - 2 paragraphs)

- How it works (1 - 2 paragraphs)

### 

# Story and Gameplay

## Story (Main Beats)

* Outline Form

## Story (Detailed)

* Paragraph Form
* May require revisions

## Gameplay (Brief)

* Summarize how the game should play

## Gameplay (Detailed)

* Incorporate the Game Mechanics in a detailed description of gameplay

# Assets Needed

## - 2D

- Textures

- Heightmap Data

- Photogrammetry Data

## - 3D

- Characters List

- Character

- Brief Description

- Environmental Art Lists

- Environment

- Asset

## - Sound

- Sound List

- Environment(s)

- Ambient

- Character(s)

- Movement

- Actions (Hits, Attacks, Death, etc.)

## - Code

- Character Scripts

- List

- Game Managers

- List

- NPC Scripts

- List

## - Animation

- Environment Animations

- List

- Character Animations

- Player

- List

- NPC

- List

# Schedule

### - Game Stage (Prototype, Alpha, Beta, Final)

- Time Frame

- Milestone

- Milestone